



# INVOKE ELEMENTALS & DRAGON'S PRIEST TREASURES

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**Homebrew**

SPELLS AND ITEMS FROM A VERY FAMOUS GAME SERIES ABOUT OLD SCROLLS AND DRAGONS

CAIO MOURIZ

# BOOKS



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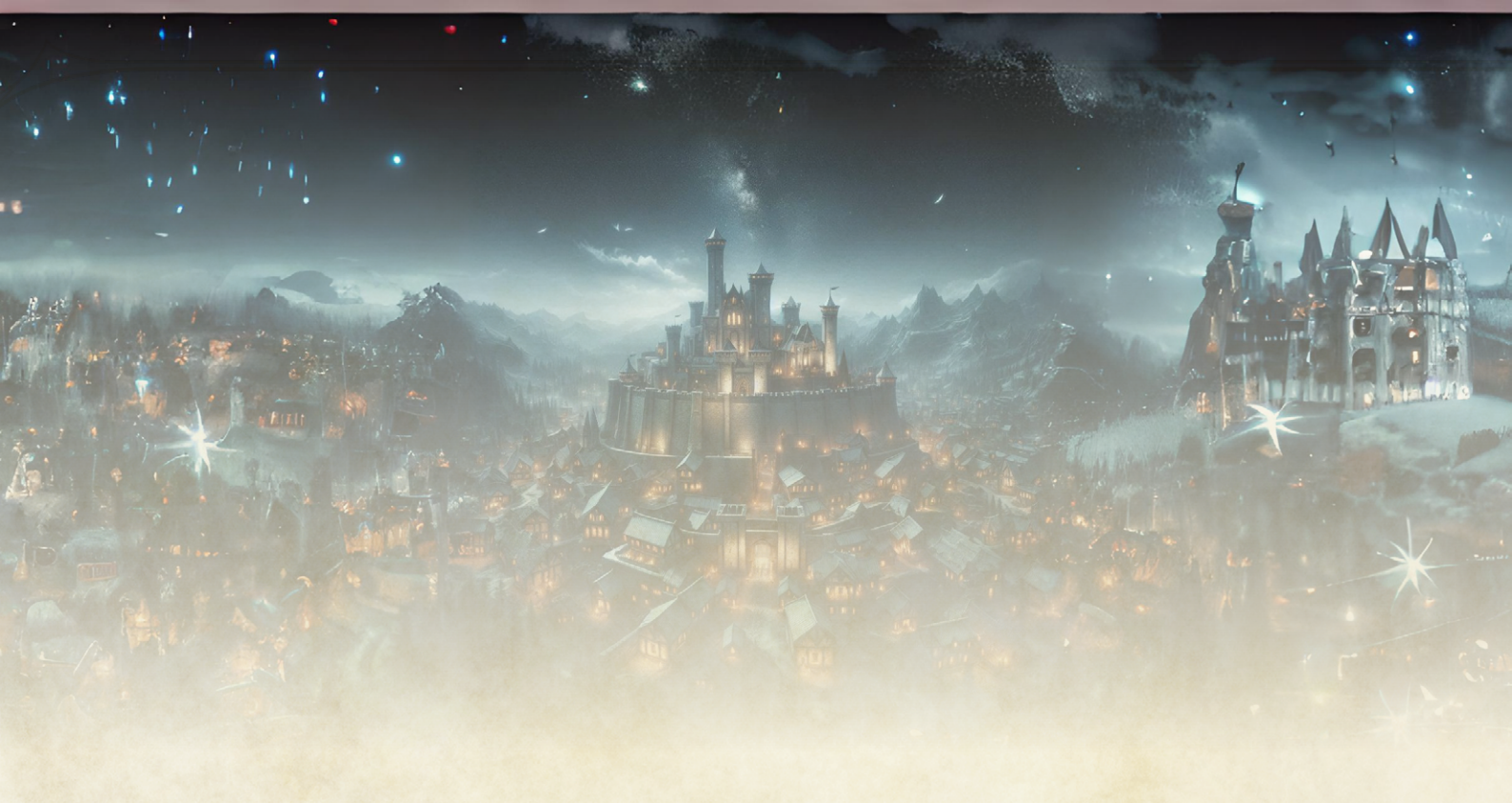
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## CONJURE ATRONACH SPELLS AND DRAGON PRIEST MASKS

An atronach is one of several species of Daedric creatures (fiends), made up almost entirely of a single, pure substance. The name is sometimes applied to man-made constructs that resemble atronachs, but are not Daedra; these creatures are more properly called golems.

All Daedric atronachs share a few characteristics that distinguish them from other Daedra. They are made up of what would normally be inanimate material, and they often appear to be humanoid in form. However, they can be conjured into other shapes. Atronachs generally move by walking or hovering.

Every class can learn those spells, they either can find books teaching them, or learn from another caster.

The Dragon Priest Masks is a small integration that wouldn't fit a whole new book, so, in order to save time, I've added them in the end of this book. You can choose use the link between a mask and a Dragon Priest, however, you are free to do as you like and use only the items.



## CONJURE FLAME ATRONACH

2nd Level Conjururation

**Casting Time:** 1 Action

**Range:** 50 feet

**Components:** V, S, M (fire salt and sulfur)

**Duration:** 1 Minute (or until dismissed)

You touch the plane of Oblivion and call forth a lesser Daedra, the weakest of the Daedric atronachs, symbolizing fire.

Flame atronachs resemble fiery female humanoids, clad in loose pieces of black metal armor. They possess three clawed fingers on each hand and two toes on each foot. Wearing a metal mask shaped like a woman's face, featuring two long, swept-back horns that serve as their "ears," when passive, flame atronachs levitate in place, occasionally spinning or doing flips. Emitting a faint whistling noise similar to breathing, along with the crackling of flames, they stare at friendly creatures that approach them before losing interest. When they move, they leave a short trail of fire on the ground behind them.

The Flame Atronach obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. Upon the Flame Atronach's demise, it explodes in a 60-foot sphere, dealing 2d8 fire damage to all within the area. A successful Dexterity saving throw halves the damage.



Spell School Vector Symbols by u/ Jasper\_Ward-Berry on: Reddit

## CONJURE IRON ATRONACH

4th Level Conjururation

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (one iron ingot and phosphorus)

**Duration:** 10 Minutes (or until dismissed)

Iron Atronachs (sometimes called Earth Atronachs) are a type of Elemental Daedra. They are towering behemoths composed of solid and molten iron and usually take a roughly humanoid form. Iron Atronachs come from an unnamed volcanic realm of Oblivion, an impossibly dense molten hellscape that produces them in abundance.

Iron Atronachs have a relentless appetite for destruction and are often found in the Deadlands, the volcanic realm of Mehrunes Dagon, the Prince of Destruction. They attack using their brute strength and the molten heat of their bodies.

The Iron Atronach obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

## CONJURE FROST ATRONACH

5th Level Conjururation

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (Frost salts and water)

**Duration:** 30 Minutes (or until dismissed)

Frost Atronachs are large, hulking Daedra. They are found as both wild and summoned creatures. They are both companions and enemies, and are the only Atronachs that use melee attacks exclusively. Like all other Atronachs, their bodies are composed of their respective element, and the Frost Atronach is no exception, as its body is made of solid ice.

The Frost Atronach obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If the Frost Atronach dies, it explodes in a 70ft sphere, causing 2d8 of cold damage to all in the area. A Dexterity Saving Throw halves the damage.

## CONJURE AIR ATRONACH

6th Level Conjuration

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M (a bit of dust and a small measure of brimstone and oil)

**Duration:** 1 Hour (or until dismissed)

Air Atronachs are a type of elemental daedra that supposedly possess the combined power of a flame, frost and storm atronach.

They are found mostly in the eastern half of Lower Craglorn, especially around the Spellscar in the provinces of High Rock and Morrowind, often in the presence of other atronachs. They can also be found guarding certain Daedric ruins on Vvardenfell.

This creature is immune to Slashing and Piercing damage.

## CONJURE FLESH ATRONACH

8th Level Conjuration

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M (Blood of a dead man and a human finger)

**Duration:** 1 Hour (or until dismissed)

The Flesh Atronach is a conglomeration of skin sewn together with mystical symbols and an iron collar. They are the souls of Daedra in an animated shell. They have been used to guard the realm of Sheogorath as the Gatekeepers, making sure that none pass through the gate to the Shivering Isles without the Mad God's consent.

They are considered undead, categorized as reanimated abominations.

## CONJURE STORM ATRONACH

8th Level Conjuration

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M (Void Salts and a rot of amber, crystal, or glass)

**Duration:** 1 Hour (or until dismissed)

The Storm Atronach is an Elemental Daedra that hails from the pocket realm known as Levinace. Storm Atronachs are an amalgamation of stones, held together by powerful lightning. They can be found in the wilds, and are also commonly summoned by Dragon Priests, giving them a powerful minion.

Similar to a Flame Atronach, Storm Atronachs move about by hovering above the ground. They can traverse over water, and are slightly faster than Frost Atronachs. They are perhaps the least humanoid of Atronachs, appearing as a shattered statue with a cracked, frowning face and chunks of rock swirling about its body, loosely connected by a matrix of electric arcs and dark purple storm clouds.

Storm Atronachs attack mainly with Lightning attacks, but they also do physical attacks when necessary.

# FLAME ATRONACH

Medium Elemental/Fiend, Chaotic Neutral

**Armor Class** 14 (natural armor)

**Hit Points** 30 (4d8+6)

**Speed** 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	17 (+3)	10 (+0)	9 (-1)

**Skills** Acrobatics +4

**Damage Immunities** Fire

**Damage Vulnerabilities** Cold

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Understands what it's masters says and Daedric (doesn't speak)

**Challenge** 2 (450 XP)

**Fire Explosion.** Upon death, the Flame Atronach explodes in a 60ft sphere, causing 2d8 of fire damage to all in the area. A Dexterity saving throw dc 12 halves the damage.

**Flame Cloak.** The Flame Atronach constantly envelops herself in a flame cloak. Any creature within 5 feet of the Flame Atronach must take 1d6 fire damage. Anything flammable within this radius immediately ignites. When a creature attacks the Flame Atronach, it also takes 1d6 of fire damage.

**Illumination.** The Flame Atronach emanates a orange bright light like fire in a 20 ft radius and a small dim light for another additional 10 ft.

**Innate Spellcasting.** The Flame Atronach spellcasting ability is Intelligence (spell save DC 12). The Flame Atronach can innate cast the following spells without requiring material components:

1 time per day: Fire Bolt;

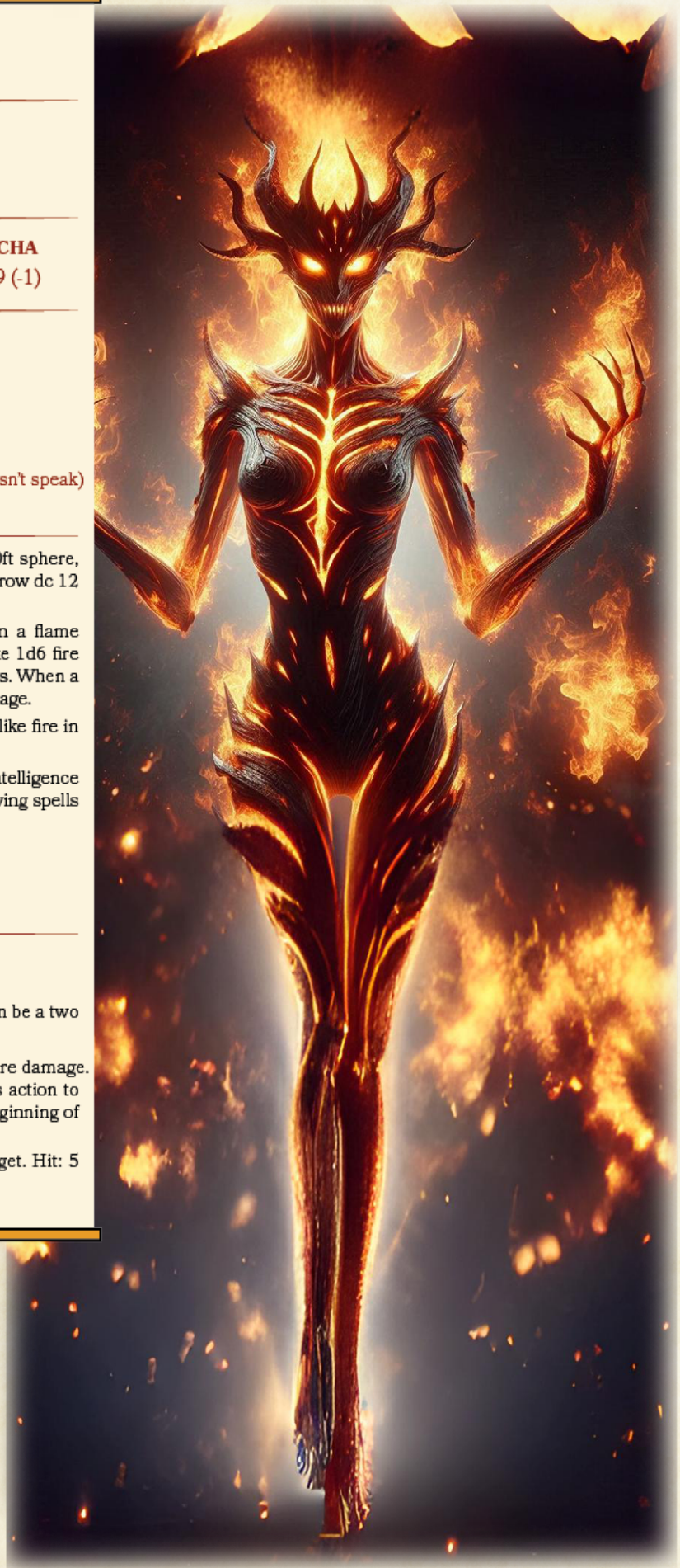
2 time per day: Hellish Rebuke or Burning Hands.

## ACTIONS

**Multiattack.** The Flame Atronach makes two attacks per turn. It can be a two physical attacks or one spell and one physical.

**Touch.** Melee Attack +2 to hit, reach 5 ft., one target. Hit: 6 (1d6) fire damage. If the target is flammable, it ignites. The target must use a bonus action to extinguish the fire on themselves or take 1d6 fire damage at the beginning of each turn

**Fire Charge.** Ranged Spell Attack +4 to hit, range 120 ft., one target. Hit: 5 (1d6+3) fire damage.





## IRON ATRONACH

*Large Elemental/Fiend, Lawful Evil*

**Armor Class** 16 (natural armor)

**Hit Points** 70 (5d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	7 (-2)	8 (-1)	9 (-1)

**Damage Immunities** Fire, Lightning

**Damage Resistance** Piercing, Slashing

**Damage Vulnerabilities** Cold, Bludgeoning

**Condition Immunities** Poisoned, Exhaustion, Paralyzed, Petrified

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Understands what its masters says and Daedric (doesn't speak)

**Challenge** 4 (1,100 XP)

**Lava Heat.** At the start of each of the Iron Atronach's turns, each creature within 5 feet of it takes 1d8 of fire damage. A creature that touches the frost atronach or hits it with a melee attack while within 5 feet of it takes 1d6 of fire damage plus 1d4 of piercing damage.

**Subduction.** When the atronach dies, it sends out waves of lava as it crumbles, causing 2d10 of fire damage to all in the area. A Dexterity saving throw dc 12 halves the damage.

## ACTIONS

**Multiattack.** The Iron Atronach makes two attacks per turn.

**Punch.** Melee Attack +7 to hit, reach 5 ft., one target. Hit: 2d6+5 of bludgeoning damage.

**Eruption.** Ranged Attack +7 to hit, range 120 ft., one target. Hit: 2d6 of fire damage.

**Iron Shards.** Ranged Attack +7 to hit, range 120 ft., one target. Hit: 1d6 of piercing damage.

**Lavawave (Recharge 5-6).** The Atronach sends a slow-moving wall of erupting lava towards an area. Each creature within 20 feet of the atronach must make a Dexterity saving throw DC 12, taking 8d6 fire damage on a failed save, or half as much damage on a successful one.

# FROST ATRONACH

Large Elemental/Fiend, Lawful Evil

**Armor Class** 16 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	16 (+2)	8 (-1)	9 (-1)

**Damage Immunities** Cold

**Damage Vulnerabilities** Fire

**Condition Immunities** Poisoned, Exhaustion, Paralyzed, Petrified

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Understands what its masters says and Daedric (doesn't speak)

**Challenge** 5 (1,800 XP)

**Frost Cloak.** At the start of each of the Frost Atronach's turns, each creature within 5 feet of it takes 1d10 cold damage. A creature that touches the frost atronach or hits it with a melee attack while within 5 feet of it takes 1d10 cold damage.

**Innate Spellcasting.** The Frost Atronach spellcasting ability is Intelligence (spell save DC 15). The Frost Atronach can innately cast the following spells without requiring material components:

At will: Frostbite;

1 time per day: Ice Knife as a 3rd level spell.

## ACTIONS

**Multiattack.** The Frost Atronach makes two attacks per turn. It can be a two physical attacks or one spell and one physical.

**Punch.** Melee Attack +8 to hit, reach 5 ft., one target. Hit: 2d6+5 of bludgeoning damage plus 1d6 cold damage.

**Ice Spike.** Melee Attack +8 to hit, reach 5 ft., one target. Hit: 2d8+5 of piercing damage plus 1d6 cold damage.

**Ice Slam (Recharge 5-6).** The Atronach slams its ice spike into the ground and unleashes an explosion of magical cold. Each creature within 20 feet of the atronach must make a Constitution saving throw DC 15, taking 8d6 cold damage on a failed save, or half as much damage on a successful one.





# AIR ATRONACH

Large Elemental/Fiend, Lawful Evil

**Armor Class** 14 (natural armor)

**Hit Points** 104 (16d8 + 32)

**Speed** Fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	15 (+2)	8 (-1)	9 (-1)

**Damage Immunities** Slashing, Piercing (unless magic)

**Damage Vulnerabilities** Fire, Bludgeoning

**Condition Immunities** Poisoned, Exhaustion

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Understands what its masters says and Daedric (doesn't speak)

**Challenge** 6 (2,200 XP)

**Innate Spellcasting.** The Air Atronach spellcasting ability is Intelligence (spell save DC 17). The Air Atronach can innately cast the following spells without requiring material components:

At will: Sword Burst (Tasha's Cauldron of Everything) or Eldritch Blast;  
1 time per day: Lightning Arrow.

**Force Push.** When the atronach dies, it sends out a force explosion as it crumbles, causing 3d10 of force damage to all in the area. A Dexterity saving throw DC 17 halves the damage.

## ACTIONS

**Multiattack.** The Air Atronach makes two attacks per turn. It can be two physical attacks or one spell and one physical.

**Slice.** Melee Attack +8 to hit, reach 5 ft., one target. Hit: 3d6+3 of slashing damage.

**Lightning Rod.** Ranged Attack +8 to hit, range 120 ft., one target. Hit: 2d6 of lightning damage.

**Blade Spin (Recharge 5-6).** The Atronach charges towards an area with several air shaped blades rotating around them. Each creature within 20 feet of the atronach must make a Dexterity saving throw DC 17, taking 10d6 slashing damage on a failed save, or half as much damage on a successful one.

# FLESH ATRONACH

*Large Elemental/Fiend, Lawful Evil*

**Armor Class** 17 (natural armor)

**Hit Points** 200 (20d10+ 50)

**Speed** Fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	8 (-1)	8 (-1)	9 (-1)

**Damage Immunities** Poison, Diseases

**Damage Resistance** Fire, Cold

**Damage Vulnerability** Lightning

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Understands what its masters says and Daedric (doesn't speak)

**Challenge** 8 (3,900 XP)

## ACTIONS

**Multiattack.** The Air Atronach makes two attacks per turn. The atronach always have advantage in his attack rolls.

**Claw.** Melee Attack +9 to hit, reach 5 ft., one target. Hit: 2d6+5 of slashing damage.

**Stomp.** Melee Attack +9 to hit, reach 5 ft., one target. Hit: 2d8+5 of bludgeoning damage.

**Fire Brand.** Ranged Attack +5 to hit, range 120 ft. cone. Hit: 5d8 of fire damage that comes from inside his claw. A Dexterity saving throw DC 16 halves the damage.

**Unyielding Mace (Recharge 5-6).** . The atronach charges in a straight line of 150 feet with his heavy arm in front of their face. Each creature in the line must make a Dexterity saving throw DC 16, taking 10d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Unyielding Mace (Recharge 5-6).** When a creature the atronach can see starts its turn within 30 feet of the atronach, the atronach can make a claw or stomp attack to make the creature get away from him.



## STORM ATRONACH

Large Elemental/Fiend, Lawful Evil

**Armor Class** 17 (natural armor)

**Hit Points** 200 (20d10+ 50)

**Speed** Fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+0)	8 (-1)	9 (-1)

**Skills** Perception +4

**Damage Immunities** Lightning

**Damage Resistance** Slashing, Piercing (non magical)

**Condition Immunities** Poisoned, Exhaustion, Petrified

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Understands what its masters says and Daedric (doesn't speak)

**Challenge** 8 (3,900 XP)

**Lightning Cloak.** At the start of each of the Storm Atronach's turns, each creature within 5 feet of it takes 2d6 lightning damage. A creature that touches the storm atronach or hits it with a melee attack while within 5 feet of it takes 2d6 lightning damage.

**Lightning Strike.** When the atronach dies, it sends out an force explosion as it crumbles, causing 3d12 of lightning damage to all in the area. A Dexterity saving throw DC 16 halves the damage.

## ACTIONS

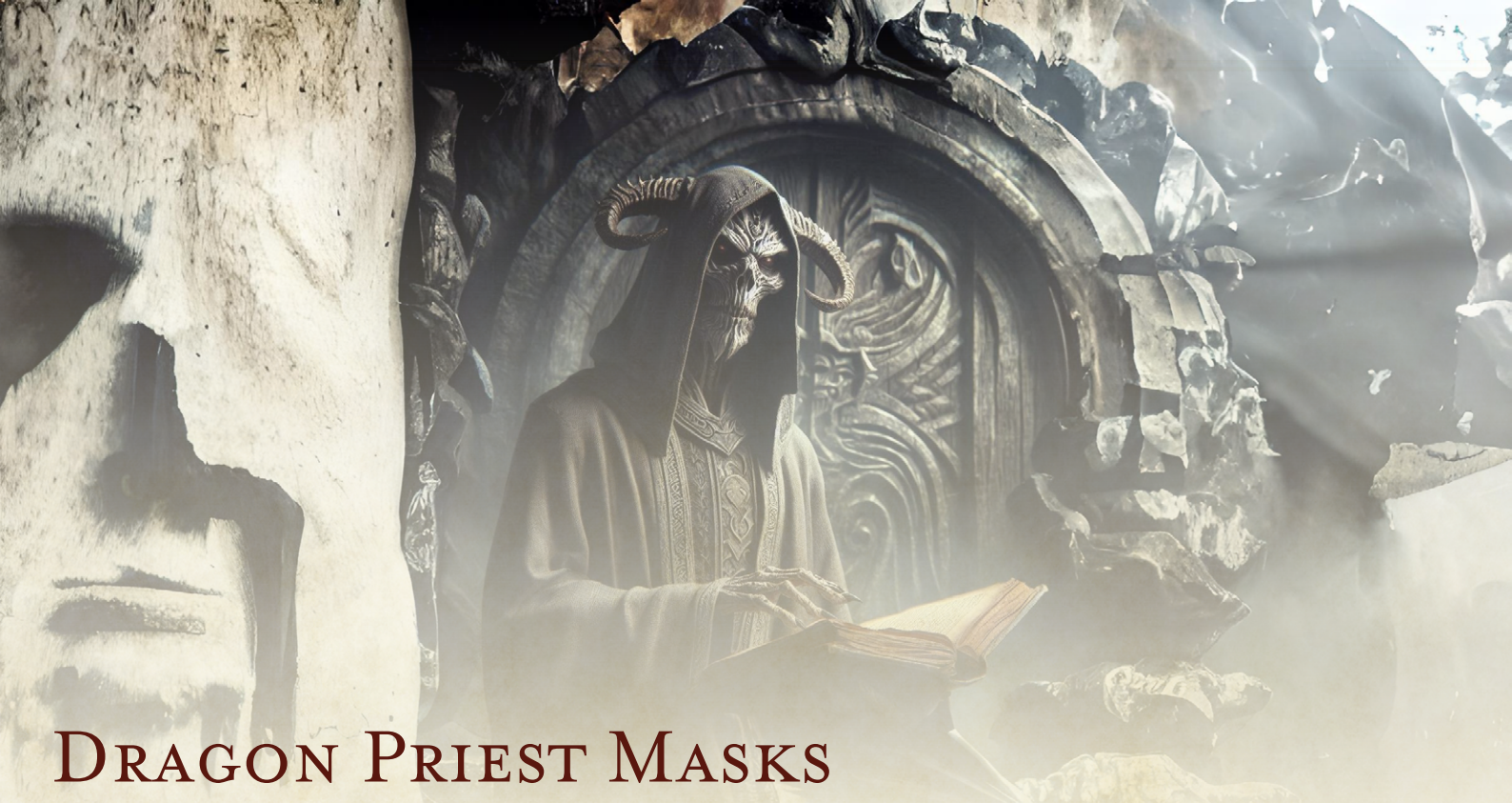
**Multiattack.** The Air Atronach makes two attacks per turn.

**Slam.** Melee Attack +9 to hit, reach 5 ft., one target. Hit: 2d8+5 of bludgeoning damage plus 2d8 of lightning damage.

**Lightning Spear.** Ranged Attack +6 to hit, range 120 ft., one target. Hit: 5d8 of lightning damage. It has advantage if the target is wearing metal armor or is made of conductive material.

**Lightning Chain (Recharge 5-6).** The atronach fires a bolt of lightning at a target creature or a target location within 150 feet, and from that creature or location three more bolts leap from that target to up to three other targets, each of which must be within 30 feet of the first target. Each target must make a Dexterity saving throw DC 16, taking 10d8 lightning damage on a failed save, or half as much damage on a successful one.





# DRAGON PRIEST MASKS

A Dragon Priest is a Lich that thousands of years ago, ruled over the world at the behest of their Dragon overlords. In their service, many of these dragon priests were granted extraordinary powers and knowledge in arcana, and some of them managed to reach lichdom to evade their own demise.

Each Dragon Priest has a magical mask that grants them special abilities. Those masks can be obtained after defeating a Dragon Priest. All Dragon Priests Masks must be attuned to be used. You can only attune to one mask at time.

You can increase the CR level of the Lich for a Dragon Priest, increasing their HP and AC as well as other spells. In that case, you can give them any of the Atronach spells to be cast and it won't count to their spell casting list.

## HEVNORAAK

*Legendary Item, requires attunement*

**Material:** Iron

**Weight:** 2.4 lb

While attuned to this Dragon Priest mask, you get immunity to diseases and poison.

## KROSIS

*Legendary Item, requires attunement*

**Material:** Iron

**Weight:** 2.4 lb

While attuned to this Dragon Priest mask, you get

advantage in Sleight of Hand, Arcana and Acrobatics checks. If you already have vantage in those tests, Krosis grants that you can't role them with disadvantage while using it.

## MOROKEI

*Legendary Item, requires attunement*

**Material:** Moonstone

**Weight:** 1 lb

While attuned to this Dragon Priest mask, you can cast a spell from 5th level or lower without using a spell slot, once per day.

If you use this ability to cast a spell that isn't from 5th level, you may use this ability twice a day.

## NAHKRIIN

*Legendary Item, requires attunement*

**Material:** Ebony

**Weight:** 1 lb

While attuned to this Dragon Priest mask, any healing spells you cast heals an extra amount equal to your casting modifier. Spells that deal fire, cold or lightning damage also receive the same extra bonus.

## OTAR

*Legendary Item, requires attunement*

**Material:** Malachite

**Weight:** 1.5 lb

While attuned to this Dragon Priest mask, you receive Fire, Cold and Lightning resistance

## RAHGOT

*Legendary Item, requires attunement*

**Material:** Orichalcum

**Weight:** 2 lb

While attuned to this Dragon Priest mask, you get advantage in Stealth checks. If you already have advantage on this test, Rahgot grants that you can't role it with disadvantage while using the mask;

## VOKUN

*Legendary Item, requires attunement*

**Material:** Steel

**Weight:** 3 lb

While attuned to this Dragon Priest mask, you get an extra spell of 5th slot or lower in one of the following schools:

- Evocation;
- Conjuration;
- Illusion.

This extra spell doesn't add to your prepared spell list.

## VOLSUNG

*Legendary Item, requires attunement*

**Material:** Corundum

**Weight:** 3 lb

While attuned to this Dragon Priest mask, the amount of weight that you can carry increases in one category, you also receive advantage in Charisma checks to bargain prices and can breathe underwater.

## KONAHRIK

*Legendary Item, requires attunement*

**Material:** Gold

**Weight:** 3 lb

While attuned to this Dragon Priest mask, when your HP drops to twenty or less, Konahrik heals you. The amount healed equals your hit dice times your level. Simultaneously, this same amount is dealt as damage to everyone in a 60 ft radius sphere. A Dexterity saving throw DC 16 halves the damage. If your HP exceeds your maximum, the excess is granted as temporary hit points

## AHZIDAL

*Legendary Item, requires attunement*

**Material:** Ebony

**Weight:** 3 lb

While attuned to this Dragon Priest mask, you gain resistance to Fire.

You also may add your casting modifier in all Fire spells damages;

## DUKAAN

*Legendary Item, requires attunement*

**Material:** Ebony

**Weight:** 3 lb

While attuned to this Dragon Priest mask, you gain resistance to Cold. You may add your casting modifier in all Cold spells damages;

You also may add your casting modifier in all Cold spells damages.

## ZAHKRIISOS

*Legendary Item, requires attunement*

**Material:** Ebony

**Weight:** 3 lb

While attuned to this Dragon Priest mask, you gain resistance to Lightning. You may add your casting modifier in all Lightning spells damages.

You also may add your casting modifier in all Lightning spells damages;

## MIRAAC

*Legendary Item, requires attunement*

**Material:** Mithril

**Weight:** 1 lb

While attuned to this Dragon Priest mask, once per day, you can summon a spectral young dragon. The dragon appears semi-translucent with a gradient of blue and yellow aura that flickers as it moves around the shape of the dragon.

It cannot attack and has 100 hit points and an Armor Class of 18. However, while attuned to Miraak, you can ride the dragon for a duration of 2 hours plus half your level rounded down. The dragon moves at the same speed as a Young Red Dragon



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# ELEMENTALS & BEST TREASURES

DELVE INTO THE SECRETS OF SUMMONING POWERFUL DAEDRIC ALLIES AND  
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UNLEASH THE ELEMENTAL FURY OF FLAME, FROST, AND STORM WITH YOUR  
SUMMONED ATRONACHS, MASTERING THEIR ABILITIES TO AID YOU IN  
BATTLE. DISCOVER THE ANCIENT RITUALS REQUIRED TO FORGE A BOND  
WITH THESE OTHERWORLDLY BEINGS, COMMANDING THEIR ALLEGIANCE TO  
YOUR CAUSE.

UNLOCK THE ANCIENT POWER OF THE DRAGON PRIEST MASKS, RELICS OF  
A BYGONE ERA INFUSED WITH THE ESSENCE OF DRAGONS. HARNESS THEIR  
UNIQUE ABILITIES AS YOU TRAVERSE TREACHEROUS DUNGEONS AND CON-  
FRONT FORMIDABLE FOES.

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LELED MAGICAL PROWESS. ARE YOU READY TO AWAKEN THE ANCIENT  
POWERS THAT LIE DORMANT WITHIN?

THE GAME SERIES ABOUT OLD SCROLLS AND DRAGONS

CAIO MOURIZ